Issue 17

MORDHEIM™

Town Cryer

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RAIDERS OF THE LOST TOMBS!

Word has returned from the brave, some say foolhardy, adventurers from the expeditions sent to the desert lands of the south, Araby and beyond. Explorers tell tall tayles of ancient tombs rising above the desert dunes like the palaces of forgotten gods. Through ancient hieroglyph covered doorways winding passages lead the tomb robbers into a maze of traps of such dark genius to confound even the craftiest Dwarf!

These corridors of death eventually lead to the inner chambers of the necropolis which are filled with jewels and gilded burial caskets – riches the Old World has ne'er seen. But... tis here that the most blasphemous of evils dwell, the princes of the foul Undead that plague the land. The lust for gold is so strong that the nightmarish horrors of this land act as no deterrent to grave robbers.

More evil tidings abound of the dark and twisted Shadowlord, he who stalks the night. Tis said that evil doers using a mix of wyrdstone and blasphemous ritual are invoking the powers of this dark overlord of the cursed City of the Damned. Brave warriors straight and true have been infected by the fell plague of the possessed. Those who are fortunate have just been driven out of their minds other have been afflicted in far worse, bestial ways. It seems just the very mention of his name is enough to bring evil to your door.

Here Within

More grim tayles darkness from Khemri – Land of the Dead.

Brave new Sisters of Sigmar from the Rock battle evil in Mordheim.

A full account of all ye warbands and models available.

GAMES WORKSHOP

Sisters of Sigmar

Here's a sneak preview of the new Sisters of Sigmar in the 'Fanatic style' the next release for Mordheim. Although don't hold your breath for you won't see these for a bit! These miniatures can be equipped from a choice of weapons from the 'plug-in' weapons sprue supplied. Models designed by Seth Nash, painted by Jason Farrow.

SISTER WITH FLAIL

SISTER WITH TOME

SISTER WITH MACE

NOVICE WITH DAGGER

Jason has gone for a simple but effective colour scheme on his Sisters of Sigmar. This 'traditional' black and white garb is easily highlighted using Shadow Grey, for the black areas, and thinned Chestnut ink for the white areas. The Sisters' robes are complimented with Burnished Gold armour and jewellry and a few contrasting jewels and sashes in red.

NOVICE WITH HAMMER

NOVICE WITH FLAIL

NOVICE WITH SLING

Ye Editor Speaks

Greetings and salutations my malevolent and malodorous friends to this the seventeenth issue of our glorious Town Cryer. After the financial upheaval from last issue where we were forced to sell some of our presses and release some of our scribes unto the pit we are back on track and comfortable with our new diminutive size. After repairing the damage done and tidying the mess of vodka bottles left by our Kislev ruffians from last issue we have dread news of the attention of his unmentionableness, dare I utter his name... the Shadowlord! It seems that misuse of the tarot card from the original boxed game has been revealed as a summoning tool for his nefarious powers. Many a foolish warrior has found himself subject to the fearsome horrors of the lord of the damned.

Our scribes have sent correspondence of a dire nature from the distant but grim lands to the south – Khemri, The land of the Dead. Many wonders there are and riches and magyk beyond the wildest imaginings but something stirs in this forgotten desert tis sure that an ancient evil has once again been awakened. Read on, my pustulent brothers, and discover the true horrors of these dark times.

Last issue we credited Michael Anderson as the artiste behind painting the Kislevite warband when it was actually Jason Farrow. Doh! sorry Jas. Oh, and finally – some nice person (Terry Maltman actually) pointed out a misprint in the Kislevite warband of last issue – damnation! Kislev warriors should indeed be 25 gcs and not 15 gcs as printed.

Steve

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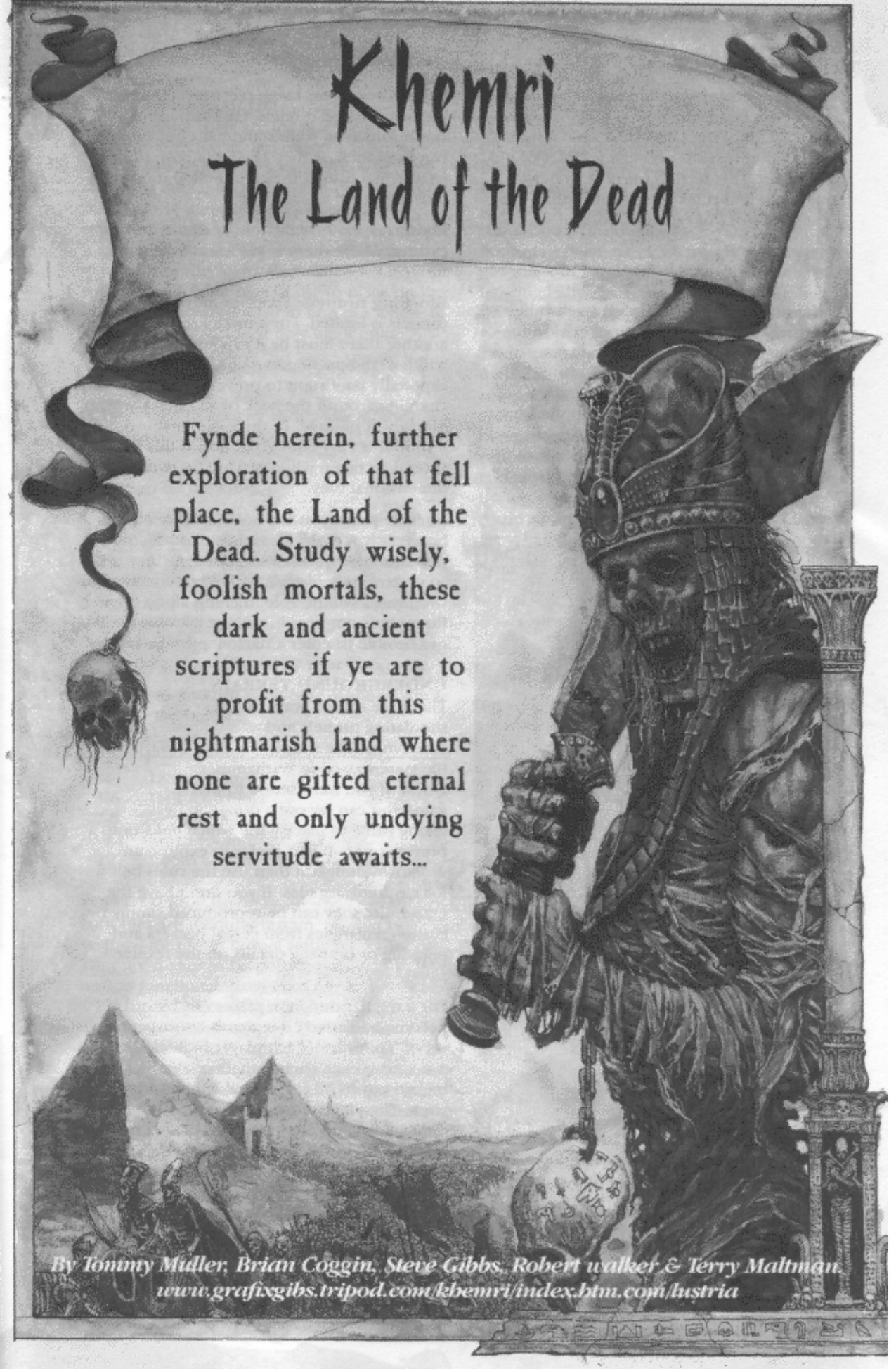
New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

Khemri
The Land of the Dead

Fynde herein, further exploration of that fell place, the Land of the Dead. Study wisely, foolish mortals, these dark and ancient scriptures if ye are to profit from this nightmarish land where none are gifted eternal rest and only undying servitude awaits...



By Tommy Midler, Brian Coggin, Steve Gibbs, Robert walker & Terry Maltman.
www.grafixgibs.tripod.com/khemri/index.htm.com/lustria

This is the second installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces new equipment and rules for fighting within the great tombs of this realm of Undead.

Going Underground

Those of you who have played Warhammer Quest will remember the fun of exploring dungeons and encountering all manner of evil creatures in the depths. You can also set Mordheim games in dungeons using the following rules. These rules are applicable to any setting including Mordheim, Khemri and the up and coming Karak Azgal – Halls of the Dwarflords the prototype rules for this were 'Mordheimquest' were first featured in issue 12 in the Rivers of Blood scenario.

FIGHTING IN TUNNELS

For the most part skirmishing in the confined tunnels of a Khemrian tomb, the crypts and sewers below Mordheim or a Dwarf stronghold follow the normal rules for fighting in city streets. There are however a few additional restrictions on movement.

Large Creatures: Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying: Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

Blocking tunnels: Space to move around in tunnels is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to notice this but care should be taken when playing on two-dimensional tiles.

Narrow passages: On occasion tunnels will be as narrow as 1". These are often secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures will not be able to enter a narrow passage at all.

UNDERGROUND TERRAIN

There are several ways of simulating tunnels and catacombs. The simplest is the tile system used in Warhammer Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. If you don't have the Quest tiles they can be reproduced simply by cutting rectangles from cereal packets and painting or drawing details on the reverse side.

For a regular dungeon player (and it can become addictive!) it is worth constructing a set of 'Foot tiles'. Each player builds eight tiles 1 ft square each (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways. The tiles are made to standard dimensions and are hence compatible no matter who builds them. The simplest can be painted onto a flat piece of card or board. I have made a simple set by sticking photocopies of Quest dungeon tiles onto cork floor tiles. Those of you who visited Games Day UK may have seen our demo table with fully modelled 3D scenic modules.

EXPLORE AS YOU GO

The following rules are for placing your dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From there they will build the Tomb as they go, unless the scenario states other wise. Also a large room is placed in the centre as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile to place on the board and then roll a D6 to find out where to place it. When adding a new tile it must:

1. Connect to the tile you most recently placed.

2. Be placed in contact with a side of the previous tile that is not connected to another tile.

3. Not go off the table.

Roll a D6 to determine which edge of the last tile the new tile is placed against (eg, the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side. After rolling for the edge place the new tile flat against that edge). You may connect to other halls, rooms, etc, as you go along, even those placed by your opponent.

Roll 2D6 to find out what type of tile you may place on the board.

2D6	Tile
2	Large Room
3-6	Hall (corridor)
7-8	T-junction
9-11	Small room
12	Room of your choice

FOOT TILES

Foot tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as well as functional. Each Foot tile is a 12" square piece of terrain for use in underground scenarios. The rules for creating them are standard for creating modular terrain. There are several advantages to using standardised tile rules. The foremost of which is that each player can build terrain that is 'favourable' to his style of play. A player with a 'shooty' warband is going to want some areas with long corridors that he can take advantage of. A player with a close combat orientated warband is going to want lots of short hallways and areas roomy enough to set up a good skirmish line in. Both players can get what they want, provided they build it. Which points the way to another advantage of the Foot tile standard every time a player plays against a previously untried opponent, the challenge of the table's layout is renewed. If both players have warbands that prefer to kill at a distance, the Foot tile standard will generate a table with lots of long hallways to shoot down (making both players happy). If both players are using warbands that prefer to get 'stuck in', the table will be a labyrinth of twisting hallways. If the players split in their warbands fighting style, the table will have elements of both. The last point in favour of using this standard is one of simple mechanics. If everyone is working to the same standard, then the Set Up rules for any scenario can take this into account as they are being written, allowing for a more adaptable set of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created. This could mean for a scenario that takes place in a great hall, burial chamber, or treasure room and the corridors around it. In essence, the standard allows a 'shorthand' method of describing very complex areas of the underground setting.

Building the modular terrain for the Foot Tile Standard follows these principles:

1. While it would be nice for each tile to be exactly 12" by 12", some allowance has to be made for the fact that the tiles are not likely to be perfectly square or the same size. If the tile is fractionally under-sized then it will still work fine. So the tile should be as close to 12" x 12" without exceeding that measurement. If there is to be error, then it must be fractionally less than 12".

2. All tiles are to be built with the exit/entrance points centred on the tile's edges and all exit/entrances should be 2" wide. Again there will be some error in measurement but doorways not fitting together exactly between tiles will not cause the table to 'warp' (so they are much less critical).

3. The minimum width for a hallway is 2". This allows two 20mm or 25mm base models or one monster base model to effectively block a hallway but still leaves enough room for you to move them without getting stuck.

4. The measurement between the most distant exits must be no greater than 20". This is to prevent players from creating filigree labyrinth pieces that would take a dozen turns to cross and screw up time based scenarios.

5. No section of the tile can cause a dead end. Please note that if a pair of tunnels cross 'over and under' each other, but never join it is still acceptable.

6. Each player is required to have eight tiles. Of the eight tiles, five of them must have four exits. The remaining three must have three exits.

7. The tiles may have terrain that builds upward, but the tile's height should never exceed 6" and the area of the floor space may not exceed 216 square inches. This allows for a tile to be built that has a second storey, but the area it covers can not exceed that of the first floor's area.

As long as the terrain created adheres to these rules, the players may build on the tile as they choose. While I would like to see players create their own layouts in three dimensions by placing walls on the tile, drawing and colouring them would do fine. People who feel that their modelling/painting talents are limited could colour copy or scan the tiles from WH Quest and paste them to the tile.

By agreement with your gaming group you may also create larger chambers of maybe 2'x1' or even 2'x2'. These larger rooms should still conform to multiples of the standard dimensions for doorways. As large underground chambers they should have pillars to support the ceiling (obviously you don't actually have to model a ceiling!) and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special 'objective rooms'. These are rooms containing a feature which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison. These rooms are a good excuse to use your imagination and go to town with the detailing.

UNDERGROUND SCENARIOS

In general, any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed:

Entrances: When a scenario refers to deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomise the entrances. Place one of the numbered counters that come with the Mordheim box set adjacent to each entrance and roll a D6. If you roll a non-existent entrance or if the entrance is already occupied by a warband, then re-roll.

Exits: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough etc, then it should be done via a different entrance unless the scenario says otherwise. This stops wary warbands skulking around their entrance waiting for other warbands to fight all of the random monsters or set off the traps.

Rooms: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomise the rooms or randomise the entrances to deploy in. Either way it prevents one side taking advantage of the set-up.

The following are examples of how certain scenarios are affected. Unless otherwise stated, the scenarios follow the instructions given in the Mordheim rulebook.

2. Skirmish

The warbands are each deployed at a random entrance and fight until one warband routs.

4. Breakthrough

The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the dungeon at least 14" away from any attackers. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.

7. Hidden Treasure

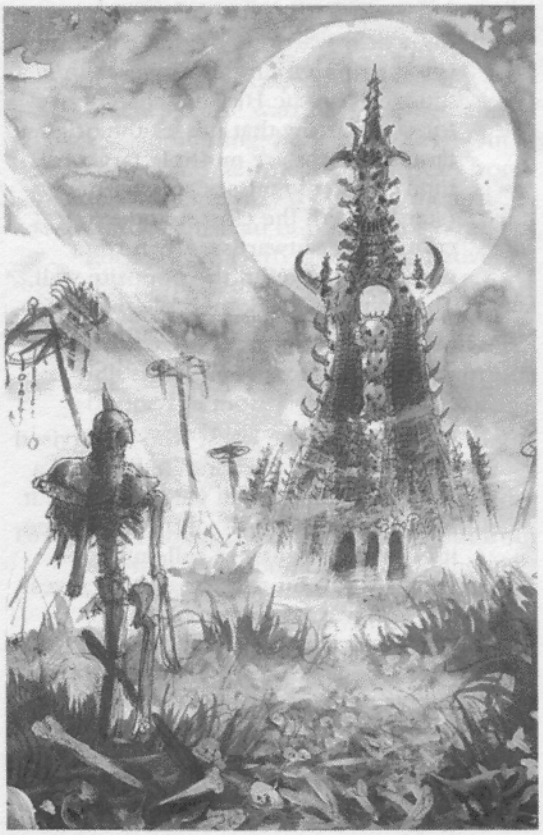
The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in the last

room. The warband must carry the treasure chest out of the dungeon via an exit other than the one they entered the dungeon by.

9. Surprise Attack

The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model. No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. Any defending troops that appear after the first turn arrive through hidden passages. Number the rooms within the dungeon (you can use Mordheim numbered tokens to show this) and randomise which passage each Hero or Henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be set underground. You may also wish to make up your own based on them. Oh, and if you want to try a multi-player scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one!



Traps - Curse of the Ancients

The pyramids and tombs of Khemri were regarded as sacred places where the spirits of the dead resided in the afterlife. Tombs were often filled with riches and treasures to bring comfort to the dead in their final place of rest, just as the dead themselves were elaborately tended to in preparation for eternal life. To prevent pillaging and the defiling of the deceased, many tombs were equipped with a series of deadly traps. Often these were simple devices intended to ward off would-be intruders, but in some cases intricate traps capable of terrible destructive power were found in the tombs of the wealthy and powerful. Warbands exploring the tombs must contend with these ancient devices, which are still poised to kill an unwary intruder. Often warbands will have to find alternate routes to the tombs or risk suffering great losses to these constructs of antiquity. However, some experienced tomb raiders are well versed in the manner and style with which the ancient people guarded their dead, and possess the ability to avoid and even disarm the traps that await them beneath the surface of the desert.

The ancient peoples of Khemri had many different designs for the traps that they would set in the tombs. Over time, some of these have become ineffective as their parts slowly decompose or sieze up. Some of the traps were quickly built, while others were built into the structure of the tombs, and are incredibly dangerous.

WHERE, WHEN AND HOW...

These rules are written for the Khemri setting but can easily be adapted to others, such as Mordheim or Lustria. We hope to bring you alternate trap lists in the future.

Unless it states otherwise in the scenario, as you lay the tiles to make the dungeon, each time you place a room or a Foot tile roll a D6. If the result is a 1 for a Warhammer Quest style tile or a 1-2 for a Foot tile, then there is a trap in the room. Place a trap counter approximately in the centre.

The difference in D6 score needed is because it takes a lot more Quest tiles than Foot Tiles to cover a table top. On average, either method should give you between four and six traps in a 4" Square dungeon. Trap counters can be made from small pieces of card about 1" square or you can use the counters that come with the Mordheim game. Spare slottabases are also suitable.

When a warrior moves within 1" of a Trap counter he must test against his Initiative. A successful test means that the warrior is able to avoid the trap through either skill or luck. An unsuccessful test means that the warrior has triggered the trap's detection mechanism (anything from a trip-wire to a pressure-sensitive block). Roll a D6 and consult the table below to reveal the nature of the trap. A simple trap causes an automatic hit but a complex trap means that the warrior has stumbled onto something really nasty! Once the type of trap is known then it cannot be changed if it is subsequently reset.

D6	Trap
1-2	*Simple Trap:* These are traps that were quickly jury-rigged and easy to make. They will only ever affect the warrior that trips them, and cause a S3 hit. The warrior must make a roll to wound, with armour saves allowed as normal.
3-5	*Dud:* These are traps that have become useless over time. They will not work in any effective manner, and are therefore quite harmless.
6	*Complex:* These are ingeniously designed traps that are remarkably destructive. Since the builders of the tomb wanted no-one desecrating the holy ground within, the traps have the potential to hurt more than one model at a time. Some will activate each time they are triggered, and others will work only once, but to devastating effect. Roll 2D6 and consult the Complex trap chart below.

2D6	Complex Trap
2	*Boulder:* A giant boulder has fallen from the ceiling, and threatens the model beneath. The warrior must take another Initiative test. A successful test means that the warrior has avoided the boulder. An unsuccessful test means that the warrior was too slow, and takes D3 S5 hits (no armour saves). The boulder will roll D6" in a random direction (use a Scatter dice). Any other warriors in its way will also have to test Initiative, failure will result in one S5 hit. This trap will only work once.
3-4	*Pit:* As a warrior walks along, the floor suddenly opens up and he drops D6 inches into a pit. Any other warriors 1" or closer to the pit must also test Initiative, failure meaning they fall into the pit too. Use the Mordheim rules for falling. Warriors who find themselves still alive in the pit will also have to climb out. This trap will work only once, but there will be a pit (depth determined by the original roll) in the tunnel.
5	*Arrows:* The warrior triggers a hail of D6 arrows (S3). Roll a D6 for each arrow: 1-3 Hit, 4-6 Miss. Any arrows that miss the warrior may hit nearby warriors, (within 2"). If there is a warrior within this range, then it must roll on the Hit/Miss chart above for every arrow that misses the original target. If there are multiple targets, then divide the misses among them (starting with the closest and continuing outwards). Any further misses will have hit the opposite wall. This trap will work multiple times, so any warriors that walk over the Trap counter again must also test their Initiative.
6	*Curse:* The Liche Priest who supervised the building of the tomb has placed a powerful curse on all who desecrate it. All warriors within 1" of the trap when it is triggered must re-roll any successful to hit rolls or armour saves. Affected warriors must take a Leadership test in each of their subsequent Recovery phases. If they pass they have shaken off the effects of the curse.
7	*Swinging Blades:* As the warrior passes by, large razor-sharp blades swing out

from the wall. The warrior must make another Initiative test, or receive 2 x S5 hits (armour saves as usual). Should the warrior have stopped on the trap counter during his Movement he will have to test his Initiative at the beginning of his next turn or suffer a further 2 x S5 hits. This trap will strike any warrior that passes over it with a failed Initiative test.

8 *Poison Gas:* The warrior is engulfed in a blast of poison gas. The gas will cause D3 S4 hits as the warrior gasps for air. Any other warriors within 2" will also be affected (one S4 hit). Warriors immune to poison take no damage.

9 *Sandbox.* Slabs of stone fall from the roof, behind and in front of the warband, trapping any warriors within 2" of the warrior who triggered the trap, totally blocking the passage. The space between the slabs begins to fill with sand!

The only way to escape is to find a loose stone beneath which there is a switch that resets the trap, clearing the area. Trapped warriors must make a successful Initiative test to find the switch. This has a cumulative penalty of -1 each turn after the first, as the sand slowly traps the warrior in its grasp.

If the warrior's effective Initiative reaches 0, the warrior is trapped and can do nothing; he is considered Out of Action. After the battle, a Hero from the warband may try to find the lost warriors instead of trading for rare goods. Each Hero takes an Initiative test in the same way as looking for Dramatis Personae. If they are found they are all released and must roll for injuries as normal. If there are warriors trapped in more than one Sandbox then search for each group separately. Only Heroes who did not go Out of Action may search for trapped warriors.

10 *Fire Trap:* A pillar of fire blasts out from the wall, engulfing the warrior and any others nearby. The warrior immediately receives a S5 hit, and on a roll of 4+ will count as being on fire. Warriors within 2" must roll a D6, on a score of 4+ they are also on fire. (See the fire rules from TC no. 7).

11 *Deadfall.* A large block of stone slowly descends from the ceiling, totally blocking the passage. The warrior who triggered the trap and any other warrior within 2" may go forward to a new tile or return to any adjacent tile already placed. The warriors can easily step from under the slowly moving block and it will cause no damage.

This has the potential to be a real pain for a warrior – trapped deep in the tomb or having to find another (long) way around.

12 *Collapsing walls:* The walls close in on the warrior, threatening to crush him! The warrior must make an Initiative test. If successful, the warrior is quick enough to dodge the trap, (and if the warrior had stopped on the Trap counter, move it 1" to either side). If the warrior fails his Initiative test, the walls crush him between them. The warrior will receive a S8 hit. Once the walls collapse, they immediately open up again, ready for the next unwary intruder to activate them.

NEW SKILL

Trap Expert (Academic skill): This Hero is able to detect traps in the tombs with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!

He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.

Scenario 10: Defend the Tomb

So that players can try out these new rules we've included this special scenario.

Your warband has entered a tomb and found the main burial chamber. After plundering it you hear the sounds of another warband entering the tomb. You must get it out without getting caught (the full list of scenarios can be found in issue 16 of TC).

TERRAIN
The dungeon is laid out with a large objective room at the centre. The objective room should have at least three entrances, more if possible. The defending warband is deployed first, inside or within 6" of the objective room. The attacker is deployed within 6" of any one or more entrances. The game ends if at the end of the defender's turn the attacker has more standing models inside the objective room than the defender. Alternatively, when one warband fails its Rout test the game ends.

WARBANDS
Roll to see who starts inside the tomb. Highest roll chooses. Whoever starts at the entrance of the tomb goes first and is the attacker. The defender deploys first inside the Burial chamber. The attacker(s) then deploy within the entrance room(s).

STARTING THE GAME
The attacker goes first. If there is more than one attacker then roll to see who goes first.

SPECIAL RULES
One figure is nominated to carry the treasure chest. He may only walk with it (no running or charging unless attacking someone within walking distance). The person with the chest may not use two-handed weapons. When the person carrying the chest is taken Out of Action another figure may pick up the chest by standing next to it for one turn without doing any thing.

ENDING THE GAME
The game ends when all but one warband fails a Rout test. Whoever gets the treasure out of the tomb wins.

EXPERIENCE
+1 Survives. If the Hero or Henchman group survive the battle they gain +1 experience

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each person he puts Out of Action.

+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Getting the Treasure. The warrior who carries the treasure out of the tomb gains +1 experience.

REWARDS
The winner gets D6x10 gc & D3 gems worth D6x5 gc and gets to roll for treasure on the following chart. Roll three times on the chart below to find out what else you get.

D6	Treasure Found
1	Heavy Armour
2	D3 Scimitars (count as hand weapons)
3	D6 Jambyias (dagger)
4	Gem-encrusted Helmet worth D6x10 gc
5	Shield
6	Monkey's Paw (see equipment list)

Equipment

The new equipment listed and explained here is exclusive to the Khemri – The Land of the Dead setting, although there is no reason why players that are travelling from Mordheim to Khemri and back in their campaign shouldn't continue using them on their return.

Lamp of the Djinn 50+2D6gc/Rare 12
These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	Gain D6x10 gc
4	Gain a random item from the equipment list
5	Choose an item from the equipment list
6	Roll twice more on this chart

The Storyteller.

The old man sat on a piece of worn carpet near the edge of the bazaar. Like the other traders he was there every day but unlike them he had no wares to sell. Still a small crowd gathered, seated at his feet. Everyone knew where to find the storyteller at this time of day and they all came as the heat of the midday sun began to cool into evening. Young and old alike would sit in awe around him as he wove tales of dashing heroes or mighty princes, love and treachery. Sometimes these tales were of mighty deeds, sometimes of tragedies, but the ones they always asked to hear were the ones that frightened them the most.

"Long, long ago in the land we now call the Land of the Dead," the storyteller started in a low whisper. He didn't need to raise his voice, his audience was silent, hanging on his every word. He noticed some of the younger children move closer to their mothers. However many times he told this story he still felt a shiver of fear himself.

The story unfolded revealing mad kings who craved eternal life and evil priests who practiced forbidden arts. He told of vast necropolises built to house the dead at the expense of the living. Then as the sun began to set over the old town and with darkness beginning to creep over the market place, he told them of the coming of the Great Necromancer but would not name him. At the back of the crowd a child started to cry and was hurried away by her mother.

As the sky turned from orange to red and then black, he told them of the raising of the Tomb Kings and the mighty hordes of living dead who warred ceaselessly. His listeners, who were just as captive as those undead warriors, shuffled uncomfortably.

Finally he told them what frightened them most. The undead kings still waited in their tombs, biding their time before setting forth to war again. He spoke of the countless treasures buried with them. As he fell into silence, his tale exhausted like himself, a boy he judged about fourteen, nearly a man, asked, "But why doesn't everyone just dig up the treasure?"

"Many do try," replied the old man after a pause for thought. "But few return, and most of those that do are driven so mad that they dare not speak of what they have seen."

"Others..." he paused again, with a faraway look in his eyes. "Others return bearing stories and legends of long ago..."

Nordheim at UK Games Day 2001

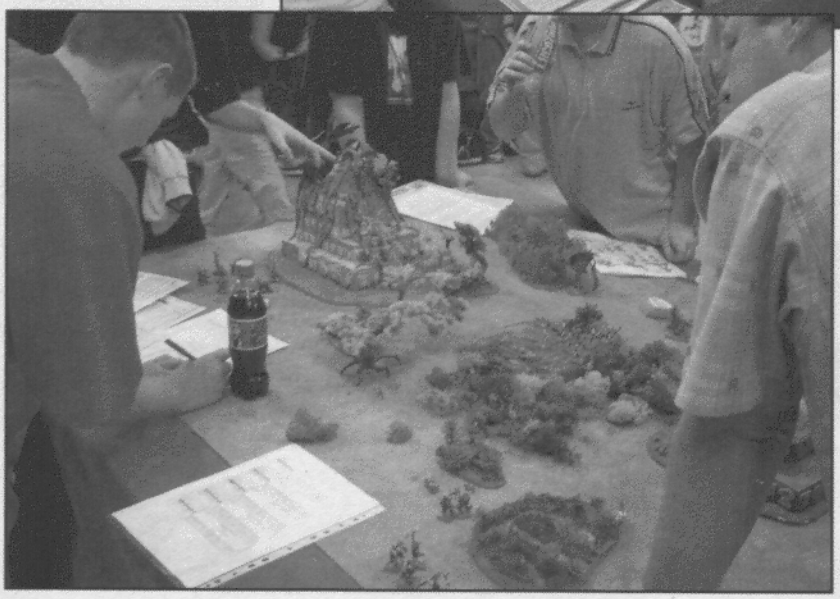
On an unusually bright and sunny autumn day, the 30th of September to be precise, Games Day 2001 took place. Fanatic had pride of place slap bang in the centre of a hubbub of gaming displays, demo and participation games. Fronted by our illustrious leader, Jervis Johnson the crew (Steve Hambrook, Mark Bedford, Warwick Kinrade, Andy Hall, Keith Krelle and newboy Dean Spencer) were also ably supported by the GW legend Rick Priestley who we'd tempted into assisting us with a truly mammoth game of Warmaster.

Whilst Jervis and the lads manned the front desk like a bunch of excitable air stewardesses your brave and pioneering Editor took it upon himself to try a bit of playtesting with special guest Nick Kyme. Here's how things turned out:

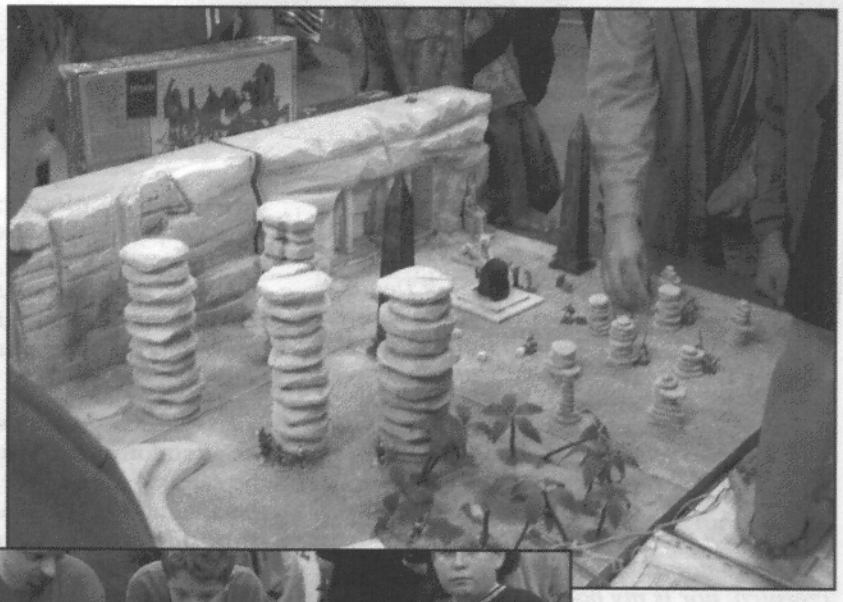
Cheesy grins all round at the Fanatic stand – Jervis Johnson, Mark Bedford and Keith Krelle. Bless 'em!

Nick Kyme gives Editor Steve Hambrook a playtest game with the new Kislevite Warband and keeps him under close scrutiny!

Steve, desperately tries to explain away why he got his ass kicked again to an unsympathetic audience!



The brilliant Lustria – Cities of Gold demonstration game put on courtesy of Terry Maltman and friends.



The equally brilliant Khemri – Land of the Dead demonstration game put on by Sam Sedghi, Gert Joris and friends

Playtesting the new underground combat rules with beautiful modular dungeon boards by master modeller Rob Walker (plastic bottle not included!)

Editor Steve's groupies gather eager for his autograph (either that or they're out for his blood!)

Death Stalks The City

'My slaves call me the Lord of Shadows. The Angel of Death. I no longer possess many of the traits of my resplendent 'brothers'. I am not beautiful in the way that Slaanesh is, nor do I have a Brazen Crown like Khorne. My wings are not as bright as my brother Tzeentch, nor is my body as strong as Nurgle's. I am the darkest of angels. I eclipse all that is light. My eyes are a deep black sea sparked with amethyst, and few can behold my stare. In my gaze there is oblivion. I've spread such images from even the most casual glance that could inflict madness upon even the mightiest of mortals! I've no common face nor form. My cloak is as black as the night sky before the stars were cast upon it. The outline of my form merges with giant raven wings that when unfurled make the other angels swoon. For I am the tallest of my familiars. I make no proclamations, for melancholy is my stead, and I speak in my silence only through gestures issued from mind to mind, and soul to soul. When my wings are fully spread, all light is extinguished except for the pale, blue corona that is my very life and serves to frame my form against the shadows. I am the eclipse of all life. This is the most accurate expression of my station. If you can understand this phenomena of nature, you will better understand me. I am the most feared of all the Ancients, yet not the most fearsome! My symbolic 'heart' is cold and still... yet it burns with a passion beyond human imagination. I am the Harvester of Souls, gathering my crop throughout the planes of the living and resowing the seeds of each faded bloom onto other soils. I am the autumn of Creation, and the twilight of Time. I straddle two separate shores in the performance of my purpose. Making certain that each spirit reaches the right shore, and that those who are lost between worlds find their way to being reunited with their homelands...'

'Draw my attention and know oblivion!'

Included in the Mordheim box is a special Tarot card that symbolises Death. You can see it also in many pictures throughout the rulebook, and even on some of the cardboard buildings. This article gives you optional rules to use this dangerous card in your Mordheim battles.

The Death Card is an evil card and represents the attention of the Shadowlord. Possession of the card means that the warband has attracted the attention of the Shadowlord, and not surprisingly this is not a good thing. The player possessing the card must try to get rid of it as soon as possible before the attention of the Shadowlord becomes disastrous for the warband. The only way to do this is to make sure the attention of the Lord of Shadows is turned to the other warband(s).

Terms Used

Death's Soul – The player who is currently the owner of the Death Card is called Death's Soul.

Free Soul – Any player who is not in possession of the Death Card is a Free Soul.

Object

Do not possess the Death Card at the end of the game.

Overview

Play is divided into a limited amount of turns. Each turn the Death's Soul tries to turn the attention of the Shadowlord to one of the other players' while at the same time all players try to reach the objectives of the scenario as normal. At the end of the last turn, the Shadowlord manifests itself and the Death's Soul's warband loses as their minds are taken over. If playing a multi-player game the winner is determined as usual according to the scenario. If the winner is also the Death's Soul then no-one wins. If the scenario's objectives are reached before the Shadowlord intervenes the warbands (and the Death's Soul's warband for sure) are incredibly lucky. If you play in a campaign

(see Campaign below). The player in possession of the Death Card at the end of the game loses automatically and must start as a Death's Soul at the start of the next battle.

No. of Turns

Roll 1D6 and consult the table below:

1D6	Turns
1-2	5 turns
3-4	6 turns
5-6	7 turns

Possessing the Card

At the start of the game all players roll a D6. The player with the highest score has drawn the attention of the Shadowlord and begins in possession of the Death Card.

Campaign

If you play in a campaign there are other ways to determine who is the first Death's Soul. As it depends greatly on what kind of campaign you are playing we will give you some possible suggestions to introduce the Death Card in your campaign.

- Players can receive the Death Card during their Exploration phase. Each player rolls a D6 at the end of the Exploration phase. If a player roll a 1, his warband has attracted the attention of the Shadowlord. If two or more players roll a 1, roll again and the lowest scoring player will start as the Death's Soul in the next scenario.
- A Possessed warband automatically begins as a Death's Soul.
- If a warband wins (or loses) three times in a row it becomes a Death's Soul.

Moderator

If there is a Moderator in your group you can also use the Death Card in another way. The Moderator can use the card to punish players for stupid or unsportmanslike behaviour. As soon as the Moderator thinks that a player has gone too far, he can force that player's warband to become a Death's Soul. The punished player must roll on the Death Card Table below immediately to see what happens and how he can get rid of the card. If the punished player is able to get rid of the card he does not give the card to another player but instead it returns to the Moderator.

Death Card Table

The Death's Soul must roll on the Death Card table at the start of his turn to see what happens and how he can get rid of the card. Roll 2D6. All results apply to one turn only unless stated otherwise. The following modifiers are added to the roll on this table:

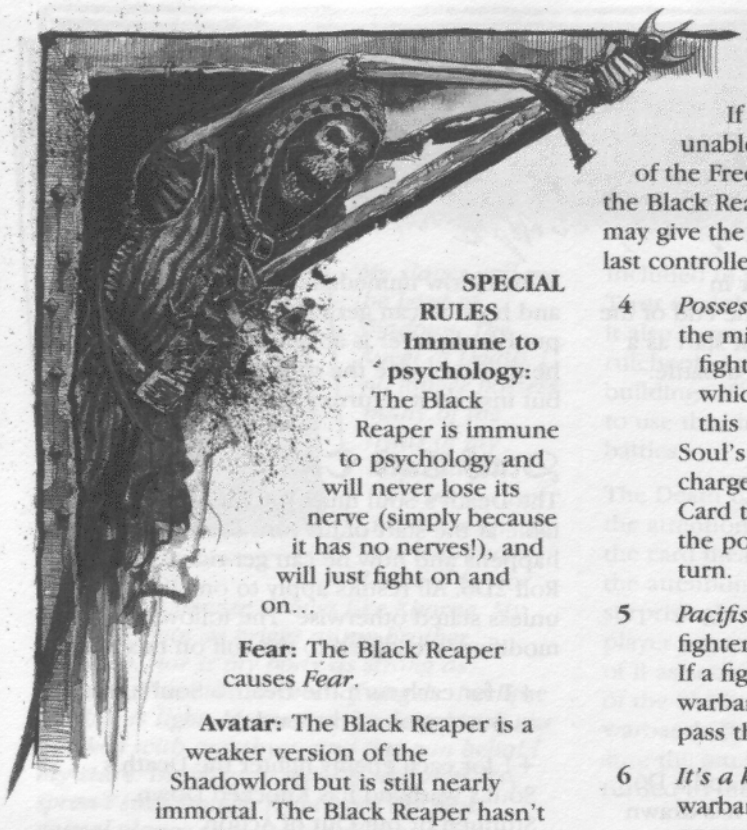
+1 for each turn the Death's Soul has been in possession of the card.

+1 for each enemy fighter the Death's Soul's warband has Knocked Down, Stunned or put Out of Action.

2D6	Result
2	*Stiff with Fear!* The Death's Soul skips his turn. None of his warriors may do anything this turn but recover as normal in the Recovery phase. The Death's Soul may choose to not let one of his fighters recover or (if none of his fighters need to recover) turn one fighter Knocked Down. If he does so the Death's Soul may give the Death Card to a Free Soul of his own choice.
3	*Harvester of Souls.* The Shadowlord is able to manifest itself in the form of the Black Reaper, a weaker version of itself. The Black Reaper is controlled by the Free Soul. If there are more Free Souls control of the Black Reaper goes clockwise starting with the Free Soul left of the Death's Soul. The first Free Soul who controls the Black Reaper may place the model anywhere on the table, but not in Close Combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	4	5	–	4	1*	10

Weapons and Armour: The Black Reaper has a reaper which counts as a double-handed weapon (+2 Strength and Always Strikes Last).



SPECIAL RULES

Immune to psychology: The Black Reaper is immune to psychology and will never lose its nerve (simply because it has no nerves!), and will just fight on and on...

Fear: The Black Reaper causes *Fear*.

Avatar: The Black Reaper is a weaker version of the Shadowlord but is still nearly immortal. The Black Reaper hasn't any Wounds and so never has to roll on the Injury Chart (he can still be Knocked Down etc, as normal). See below for when the Black Reaper goes away.

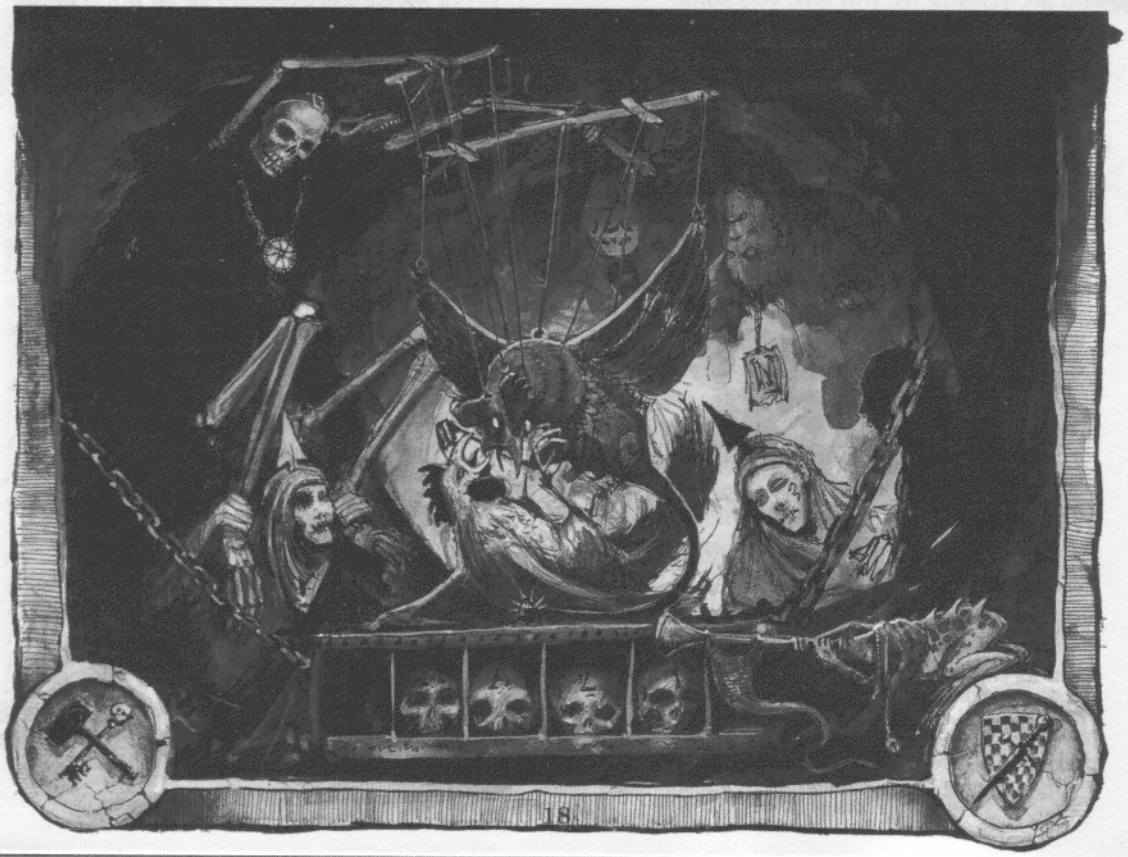
Harvester of Souls: For each fighter he puts Out of Action the Black Reaper gets +1 Attack and +1 WS.

If the Black Reaper has been unable to inflict any wounds at the end of the Free Soul's turn that controlled it, the Black Reaper departs and the Death's Soul may give the Death Card to the Free Soul who last controlled the Black Reaper.

4 *Possessed.* The Shadowlord takes over the mind of one of the Death's Soul's fighters. The Death's Soul may choose which of his fighters is possessed. For this turn a Free Soul of the Death's Soul's choice may move, shoot and charge with the warrior. Pass the Death Card to that Free Soul that controlled the possessed fighter at the end of this turn.

5 *Pacifist.* None of the Death's Soul's fighters may declare a charge this turn. If a fighter of the Death's Soul's warband injures a Free Soul's fighter pass the Death Card to that Free Soul.

6 *It's a kind of magic.* The Death's Soul's warband must successfully cast a Spell or say a Prayer this turn. If the Death's Soul fails in this all his to hit rolls are at -1 until it is his turn again. If the Death's Soul succeeds, pass the Death Card to the Free Soul whose warband was the target of the spell. If no Free Soul's warband was the target of the



spell cast the Death's Soul may give the Death Card to a Free Soul of his own choice.

7 *Red Hot.* A fighter in the Death's Soul's warband, chosen by the Death's Soul, suddenly catches fire. Any other fighter in base-to-base contact with the burning fighter catches fire also on a roll of 4+ on a D6. A burning fighter takes an automatic Strength 2 hit each turn and moves in a random direction (roll a Scatter dice and move the fighter 2D6" in that direction). As soon as another fighter catches fire pass the Death card to that fighter's player. At the start of each player's turn roll a D6 for each of that player's burning fighters. On a score of 5-6 the fighter has been able to put out the flames.

8 *Illusions.* A Free Soul, of the Death's Soul's choice, may switch any amount of models on the battlefield, even models in Close Combat. At the end of the turn switch models to their original position and the Death's Soul may give the Death Card to the Free Soul that could switch models this turn.

9 *Vanish.* Suddenly some of the fighters in the Death's Soul's warband begin to shimmer and fade away. The Death's Soul chooses a Free Soul and that Free Soul rolls a D3 (Roll a D6 and divide the score by two). The Free Soul may remove up to that amount of fighters from the Dark Soul's warband from the battlefield, even fighters in Close Combat. These vanished fighters do not count towards to the number of models put Out of Action needed to take a Rout test. At the end of the turn return all vanished fighters to the battlefield at their original positions and the Death's Soul may give the Death Card to the Free Soul that could vanish models this turn.

10 *Evil winds.* The Shadowlord draws upon some evil and destructive winds that mean that no magic can be cast this turn by the Dark Soul, and no Prayers can be attempted. If a Free Soul casts a spell or says a prayer pass the Death card to that player.

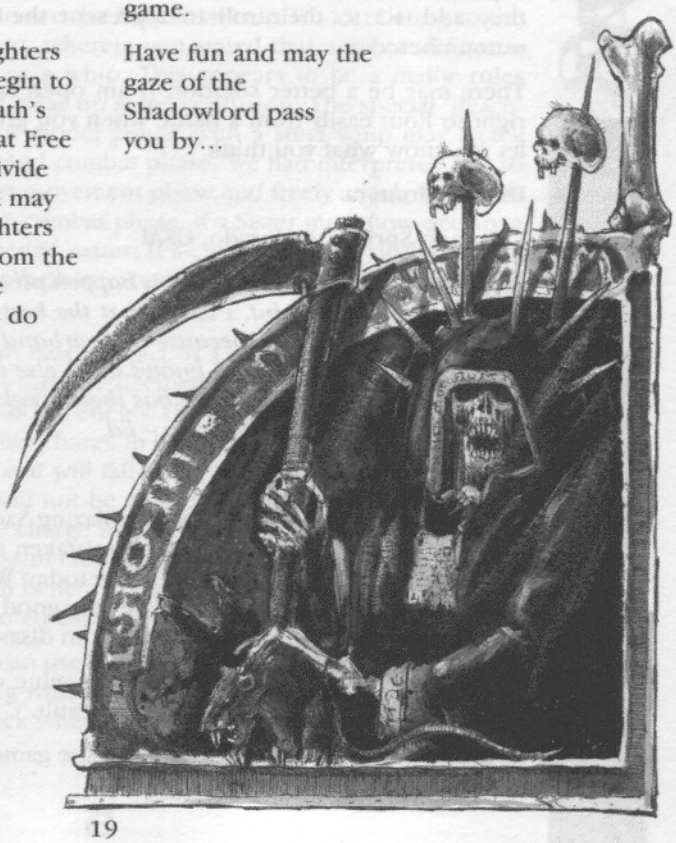
11 *Sheer Insanity.* A small aspect of the Lord of Shadows is able to manifest itself in this dimension and only the Death'sSoul's warband can see it. But even this small form is enough to drive the strongest minds insane. Every fighter in the Death's Soul's warband must take a Stand Alone test to see if he flees or manages to stay calm. If the fighter fails this test it also counts as if he failed a Fear test.

12 *Swap.* Suddenly, for no apparent reason, the attention of the Shadowlord is directed to another Free Soul. Each Free Soul rolls a D6 and the lowest scoring receives the Death card.

As you can see the effects of the Death Card are very powerful and they will have a great impact on the game. This way your players will really want to get rid of this card as soon as possible and thus will learn to fear it. We suggest not to use the card in all your Mordheim battles but only once in while for a fun, short, and very bloody game!

If you use the card in a campaign you can limit the effects of it to one or two rolls on the Death Card Table during each game.

Have fun and may the gaze of the Shadowlord pass you by...



Letters to the Scribe

In the absence of the snivelling wretch, scribe Andreas Halle, Editor Steve takes a dip in his bulging letter sack.

No More Runnin'

I have been playing Mordheim in some long term campaigns at a local game shop, and I have run into a problem twice now.

In both instances, while I outnumbered my opponent by at least five-to-one models still on the table, I was forced over several turns to make rout tests. In one instance where I had twelve models still on the table and my opponent was down to one, I had to pass four Rout tests while hunting down the last opponent which was hiding in a building. Fortunately, I passed all of the rout tests and won the engagement. In the other case, after both sides had taken heavy losses and passed several rout tests, I had eleven models still on the table, and my opponent had only two (one of which was stunned). It was my turn and I was ready to take out his remaining models when my warband broke and ran. Now I understand the reasons behind the rout test but sometimes it just doesn't seem reasonable. It seems to me that there should be a modifier to the roll for outnumbering your opponent. Therefore, I suggest the following rule:

Whenever a warband must make a Rout test:

1. Count the number of models not Out of Action for each warband.

2. Divide the larger number by the lower number and round down.

3. Subtract 1 from the total.

4. If the warband taking the rout test has more models left, subtract the calculated value from the dice roll.

5. If the warband taking the Rout test has fewer models left, add the calculated value from the dice roll.

In essence, what this means, is if a warband has twice the number of models as his opponent, they subtract -1 from their roll to represent the morale gained due to superior numbers. Likewise, if a warband has one third the models of his opponent, they add +2 to their roll to represent the loss of morale due to being severely outnumbered.

There may be a better solution (I am open to suggestions), but it just doesn't seem right to Rout easily from a battle when you greatly outnumber your opponent. Please let me know what you think.

Dennis Montera

Colorado Springs, Colorado, USA!

Mmm, can't say that I've seen this happen all that often in games myself but I suppose that Dennis has a point. I think that the best way of looking at this is in more of a narrative way – just because a warband outnumbers an enemy would they necessarily know this? Who knows what else is waiting in the shadows to rend them with fang and claw? Everyone has their breaking point and the unforeseen has to be taken into account for this also – Ed.

Easy Rider?

Ok, here are the facts regarding the Blazing Saddles rules that appeared in Town Cryer 14, as I understand them. I may be mistaken on the exact rule, as I am working a bit from memory here... My TC is at home today. With the necessity to make a riding check each time a rider is hit, the odds are very good on dismounting someone. Even a weak attacker and an unlucky roll can result in disaster.

There are several skills to improve the value of the hit on the riding roll, but not to reduce the dice roll to attain a better result.

As always (and this is likely a flaw in basic game mechanics), armour just is of no value

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in Mordheim. An armour save of 2+ is meaningless when it is so easy to bypass armour saves altogether with critical hits. Adding a rule that you cannot bypass the barding or mount bonus would help a lot. Having a 5+ unmodified armour save could mean a world of difference for mounted warriors.

I can think of two examples: Our local Bretonnian player had a Knight mounted on a barded warhorse, with heavy armour and shield against our local Dwarf player who was 'steeled-up' with Gromril armour and a Pavise – I can barely count on two hands the number of times a lowly wardog or giant rat has rolled the lucky 3-6 on the critical hit chart which disallows armour saves. OUCH! So what is the point in buying all of that expensive armour? Unfortunately, I'm an inept Undead Warband Leader, or I would have proved that a Strongman Vampire with a two-handed weapon could do the same – I lost three Vampires in one campaign! Fortunately, my Undead army in Warhammer does far better!

The mounts themselves cost considerably more than any warband member (except a big guy). They are generally worse fighters (or not even a fighter at all!) and are rare. Losing such an expensive investment seems very disadvantageous to me. Since both the mount and the rider are subject to be a casualty, and you roll for the mount's survival when the rider goes Out of Action, odds are high on losing the mount. Six sprinting Skaven Heroes is just as fast, without the expense or the risk.

If you have a suggestion on making our results more successful, please enlighten me! My solution to a leg injury on my Hero was to mount him on a horse (using Bronzino of course!). Overall, I was wishing I had just bought him a crossbow instead.

Tim Leach

Yes, the mounted rules from Town Cryer 13 are still in the experimental stage and subject to change. As with all things these will need to be extensively playtested and feedback needs to be given before they can be finalised. Mounts are very expensive as is armour but this is to reflect how rare they both are and not necessarily their effectiveness. I think that if a player were to run a mounted warrior and watch him as he gets more experienced and develops more skills it would be interesting to see how effective he was then – Ed.

Whips n'chains

Dear Editor, We were really interested to see the FAQ answer in TC 13 relating to the use of whips and slings in the same turn, wherein you stated that a Sister of Sigmar must declare a charge to be able to use a whip. This appears to be a major rules change, and we were hoping you could clear up some confusion. The special 'Reach' rule in the main rule book states that a model armed with a steel whip may attack enemies up to 4" away in the hand-to-hand combat phase. We had interpreted this to mean that a Sister could move/run in her movement phase and freely attack any figure within LOS and 4" in either player's h-t-h combat phase. If a Sister must now declare a charge to use her whip it raises a number of issues; If a charge must be declared how does a Sister strike in her opponent's h-t-h phase when an enemy has moved within 4" of her?

A charge is declared to bring figures into base contact. If a charge is declared but the charger cannot reach an opponent then they are deemed to have failed, and are only moved at their normal move rate towards the enemy. How does this work for a Sister. If she starts within 8" then she will end her charge in base contact. If she starts outside 8" then she can only move forward 4", and will fail to be within 'reach' range. Under either circumstance it means that she will not be attacking at range. Members of the Mordheim egroup have argued that the charge must be reinterpreted so that getting within 'reach' range constitutes a successful charge for a whip wielder. Of course this restricts a Sister to only having the reach benefit when she starts further than 8" away, and effectively carries out a modified 'failed charge'.

If there is some way in which the Sister can use her reach ability, but must charge, how does this affect her morale when dealing with *Fear* causing figures. It seems odd that she should have to carry out a *Fear* check when she won't be under any risk of being attacked by her opponent.

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It would seem that to make the charge requirement work new changes are needed across other rules. Was that the intention? We were wondering why this amendment needed to be made, were the whips considered too powerful before? Our own group of players have introduced a couple of house rules which maintain the original rules, whilst offering some restrictions on the use of whips.

1. A whip armed Sister must attack the nearest enemy figure within 4", as with missile fire they are deemed to be the greatest threat.

2. A stunned or KO'd figure cannot be attacked whilst a standing enemy figure remains within 4" Again the latter is a greater threat.

We also considered whether a Sister should be restricted from attacking into an existing close combat, in the same way that missile weapons are. However this was dismissed as the whips are resolved using close combat rules. The enemy is actively engaged in defending himself, and considering the range involved and the Sister's expertise we deemed that it would not be unreasonable that they could use the whip in this way.

I thank you for taking the time to read this, and I eagerly await your response. Meanwhile keep up the good work!

Cheers,

Ralph Horsley & Karl Proud.

Leeds, UK.

Those of you familiar with the work of the Black Library will recall Ralph as the artist from the Inferno! magazine (check out 'Treasure Hunt' from issue 20). We are particularly honoured not only to have a letter for our humble mag from him but also the offer of some new artwork for this very tome (applause!). Oh, sorry got a little side-tracked! Down to the question... Sisters of Sigmar steel whips perhaps the most headache inducing rules in the whole rulebook! First and foremost to remember about this weapon is that it is a close combat weapon and that unless stated all close combat rules apply (i.e Fear tests, charging etc.). Because the whip can be used up to a reach of 4" this means that when a Sister so armed charges she does not have to go into base contact and so only has to charge to within this distance of an enemy. There is no reason why a Sister armed with a steel whip cannot attack whoever she likes within her reach whether they be engaged in close combat or not (it is not a missile attack). The most controversial issue is how and when a whip armed Sister could fight in the opponent's turn considering he cannot effectively fight her. The letter of the rules states that close combat participants get to fight in both their's and their opponent's turns. Therefore a Sister can theoretically fight in both rounds without receiving strikes back. Of course, there's nothing stopping the victim either charging into base contact with the whip armed Sister in his turn and fighting normally or moving out of the Sister's reach. I imagine that this will have opened quite a large can of worms so what does everybody else think? – Ed.

Catalogue

These pages have a complete listing of all of the models and printed material available for Mordheim. Just get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

Boxed Sets & Mags

Mordheim boxed game
Best of Town Cryer
Town Cryer 8
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Town Cryer 12
Town Cryer 13
Town Cryer 14
Town Cryer 15
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Town Cryer 17
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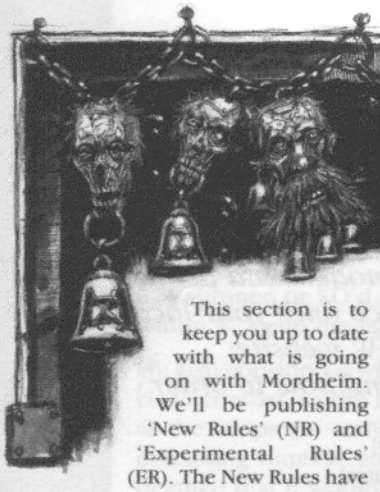

The Watchtower

This section is to keep you up to date with what is going on with Mordheim. We'll be publishing 'New Rules' (NR) and 'Experimental Rules' (ER). The New Rules have to be used where applicable, while the Experimental Rules are optional and can only be used with an opponent's consent. If the feedback on the Experimental Rules is positive enough we'll upgrade them to New Rules status in future issues of Town Cryer.

Every issue of Town Cryer will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Mordheim skirmish system. More importantly it will tell you where you can find this information by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions from mail order for a small fee, and/or you'll be able to find electronic versions of the rules on our web site. We also plan to periodically consolidate any new rules into supplements that we'll print.

New Rules

Opulent Goods
Rules for buying luxurious wares.
WD239 (Town Cryer 2/Best of TC).

Random Happenings
Events tables for Mordheim.
WD240 (Town Cryer 3/Best of TC).

Dwarf Treasure Hunters
Dwarf warbands.
WD241 (Town Cryer 4/Best of TC).

Chaos on the Streets
Rules for multi-player games.
WD242 (Town Cryer 5/Best of TC).

Da Mob Roolz
Orcs in Mordheim.
WD243 (Town Cryer 6/Best of TC).

Show me the Money
New hired swords.
WD243 (Town Cryer 6).

Beastmen Raiders
Rules for Beastmen warbands.
Town Cryer 7.

Designer's Cut
Tuomas Pirinen adds more choice rules to the mix. Town Cryer 8.

Sons of Nagarythe
The Shadow Warrior warband.
Town Cryer 10.

Averlanders
A new warband. Town Cryer 10.

Ostlander Mercenaries
A new warband. Town Cryer 11.

Q & A
Official errata and answers
Town Cryers 11-13.

Ulli & Marquand
Two new Dramatis Personae.
Town Cryer 13.

Subplots
Town Cryer 13.

Out of the Mists
Playing in Albion. Town Cryer 15.

Experimental Rules

Ye Olde Curiosity Shop
Rules for extra weapons, equipment and skills. Town Cryer 7.

Sewer Rats
Rules and scenarios for sewer fighting.
Town Cryer 7.

Wolf Priest of Ulric
Wolf Priest characters.
Town Cryer 8.

Let the Damned Burn!
Arson and fires in Mordheim.
Town Cryer 8.

Bretonnian Warbands
A new Warband. Town Cryer 8.

Sawbones
A trip to the Apothecary
Town Cryer 8.

In the Mouth of Madness
Rules for insanity! Town Cryer 8.

Shiver Me Timbers!
Pirate warbands. Town Cryer 9.

Lustria – Cites of Gold
A new setting. Town Cryers 10-15.

Lords of the Night
New skills and abilities for Vampires.
Town Cryer 11.

Priest of Morr
A new character. Town Cryer 12.

Fortune Hunters
New hired swords. Town Cryer 13.

Blazing Saddles
Expanded Mounted rules.
Town Cryer 14.

Pit Fights
Fighting in the pit! Town Cryer 14.

Dark Rituals of the Chaos Gods
Summon Daemons. Town Cryer 14.

Wyrdstone Powers
Town Cryer 15.

Khemri – The Land of the Dead
A new setting. Town Cryer 16.

Kislevites
A new warband. Town Cryer 16.

Miscellaneous

City of Nightmares
Mark Bedford's Skaven take on Alessio's Reiklanders.
WD238 (Town Cryer 1/Best of TC).

Before the Comet
Introductory fiction.
WD239 (Town Cryer 2/Best of TC).

Mordheim Architecture
Nigel Stillman's scenery.
WD239 (Town Cryer 2/Best of TC).

Witch Hunt
Battle report between Possessed and Witch Hunters.
WD242 (Town Cryer 5/Best of TC).

Kidnapped!
New Scenario by Tuomas Pirinen.
WD243 (Town Cryer 6/Best of TC).

Scourge and Purge
A scenario by Donato Ranzato.
Town Cryer 7.

Mordheim by Night
Michael Walker chats about Mordheim.
Town Cryer 7.

The Forbidden Square
A scenario by Christian Ellegaard.
Town Cryer 8.

Stake Out
Gav Thorpe sets out an interesting scenario. Town Cryer 8.

The Script of Sigmar
A scenario by Paul Smith.
Town Cryer 9.

Customising Ye Warband
Notes on giving your Warband that Latino flavour. Town Cryer 9.

The Architect's Guide
More tips on building scenery.
Town Cryer 9.

The Lair of the Snake
Another scenario by Christian Ellegaard. Town Cryer 9.

Narrative Campaigns
Dylan Owen talks us through his narrative campaign.
Town Cryer 9.

The Foulness below Mordheim
A narrative campaign by Donato.
Town Cryer 10.

The Mine
A quick scenario by Paul Smith.
Town Cryer 10.

The Caravan
Our scenario competition winner.
Town Cryer 11.

Rivers of Blood
Scenario with special rules.
Town Cryer 12.

Night of the Headless One
Scenario. Town Cryer 12.

Arcane Architecture
Modelling buildings.
Town Cryer 12.

Sword of the Herald
Scenario. Town Cryer 13.

The Mummy
Undead Scenario. Town Cryer 15.

Death Stalks the city
Rules for using the Death Tarot Card in Mordheim. Town Cryer 17.

Khemri - The Land of the Dead

Read all about the new Khemri alternate setting on pages 3-12 of this magazine.

The Khemri development group playtest at UK Games Day 2001 and show off their excellent scenery!

A sinister Liche Priest raises skeleton warriors from an ancient burial pit.

WANTED

Experts to join archeological expedition to the Southlands. Tomb robbing and camel handling skills a must. Must be prepared to work at night.
Payment in eternal life.

Apply to Morbius at the graveyard in the south-eastern quarter.

Tarot Reading

Know ye future and gain protection from ye dreaded Shadow Lord.

Madame Daeve

Fynde at Papa Lazaru's freak show at the Romanov encampment.

Hexes and curses removed for no extra charge

OBITUARIES

Charles de Chauvinist, battered to death by Sigmarite hammers.

Middenheim Johann, crushed by falling masonry in Khemri dig.

Sister Agnetha, eaten by mutated beast near the pit.

Darius Von Hynkes, poisoned by a bad lentl.

PUBLIC EXECUTIONS AND PUNISHMENTS

By order of his excellency the Count of Ostermark

Jacob Mitter for thee cryme of larceny, death by hanging.

Ernst Heydrich, for thee cryme of begging with the intention to sell life insurance, death by flogging.

Uncl Pieter, for thee cryme of sociopathic blasphemy, death by burning.

Florence Night n'gall, for thee cryme of public disturbance, three days in the pillory.

Harold Hille, for thee cryme of public indecency, branding with a hot iron.

To take place on the second day of Nachexen

Refreshments available by Rat-on-a-stik ™

SCRIBE'S HONOURABLE MENTION

Donato Ranzato
& Stephanus Harburgh

SALE OR TRADE

Johann's Emporium has the following goods for sayle.

Serving wenche's corset with only two blood stains, one silk stocking, wolfs-head belt buckle, three-legged mule, two-legged dog, rusty gibbet (hinges need fixing), collection of rare bones, bear-trappers hat, bear trap, brown bear and a sealed sarcophagus from far off Araby.

Why not call in at ye olde gate keeper's cottage?

LOST

Boris the Bear

Big, vicious brown bear. Aprox eight feet tall (when rearing-up) and 300 pds. Yellow claws and fangs. Studded collar with 'Pride of Erengrad' motif. Answers to the name of 'Comrade Boris'.

If found return to Ivan the Moderately Irritating at the Kislevite encampment.

Need Some Coin?

If ye can swing a flail and parry a blade then there's good money to be made!

See Brutus, second door from the left at the pits entrance, Cutthroat's Haven.

REACH FOR THE RAZORS!

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FANATIC

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